

THE REMNANTS

Issue # 1



A Fan Based E-Zine for all things **WARENGINE**



An NC & DoE Publication
[Http://www.The_Remnats.com](http://www.The_Remnats.com)

Welcome, Readers, to the first issue of The Remnants.

To fans of the WarEngine miniatures combat system, the title should be significant on at least one, if not more levels. Obviously, the term is pulled from the first WarEngine game, Shockforce: Battle in the Remnants of America. But on a deeper level, Webster states: Remnant n: a usu. small part or trace remaining. That is what this magazine strives to do: pull together small pieces.

After the closing of Demonblade/xB9 and with Shockforce support being dropped by Excelsior in favor of other miniature systems, it has clearly become the responsibility of the fans to keep the interest rolling.

And the fans have been successful:

Hidden in small corners of the Internet lurks fan pages devoted to the Shockforce & the WarEngine. The words WarEngine & Shockforce pop up with regular frequency on miniature forums and mailinglists. New Internet groups continue to vie for the small fan base.

GenCon 2002 saw almost 50 hours of sold out events. A strong renewed interest in the system, sometimes to the point of being rabid, emerged. GenCon 2003 will have almost 70 hours of WarEngine/Shockforce events. Not bad for a system with no corporate backing at the conventions.

The goal here is to consolidate some interesting and useful things for the WarEngine and the players still using this great system. Some things in this issue you will have probably seen before, maybe on a website somewhere. But I bet to another reader, this will be absolutely new to them. And some things will be new to everyone.

So here it is; our first attempt to consolidate and expand a great war gaming system. With a bit of luck, the whole will be greater than the sum of the parts (or remnants).

Shoot 'em between the eyes (all three of them),

Nightcrawler

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EVENTS

By Dances

GenCon 2003 Events

Well if you read this issue's editorial you know that we are planning a large number of events for this year's GenCon. In Indianapolis this July we will be hosting some 70 + hours of miniature events all using the WarEngine rules system. Everything from standard 2nd Edition ShockForce, to Fantasy, to World War II, and even some 40K variants!

Four former Stormreavers are teaming up to bring you all of these events. Nightcrawler, Dances, LeXan, and Lt. Farazon will be GMng these events. Look for Nightcrawler to return with his double blind fantasy dungeon. See the article in this very issue for some of his Fantasy army lists. Also he will be debuting his Shock Hulk game. Battles in the remnants of a space ship!

Dances will bring back his Wesley events from last year along with the Battle for Indy. A 3000 point battle for control of the city of Indianapolis. Look for the debut of Stalker Down, a ShockForce version of the Blackhawk Down incident. Which involves the Megacom take down of mutant warlords. And of course a newer version of the historical World War II version of WarEngine.

LeXan will be running the massive 30k rumble. This event pits anyone with a 30,000 point ShockForce army against each other amongst the ruins of a blasted city. A battle between the Good OLE boys and the Organization within a cemetery should be very entertaining. In the sewers of New York; beware of strange creatures lurking in the dark in the event What The! And last the Prize patrol, a rumble that requires the ante of a 28mm figure where the winner walks away with all of the figs.

Lt. Farazon's events include some good old ShockForce with mission specific goals. Like retrieve the supply drop before the enemy can reach them. And take the bridge, always a great scenario. Lastly look for some mechanical terminator like beings to attack the spacemarines.

All in all this should prove to be a great time this year. If that wasn't enough it is in a new host city with a new convention center. And not only that, but we are working on getting our own permanent gaming space so you can find all of the WarEngine events in the same place every day. Be sure to drop by and say HI!

Find Wesley

Runs: - GM:Dances

Marcus Wesley has the secret of the fountain of youth and now everyone wants it, including you. Lead your faction to secure Wesley and his research before those other greedy groups can. Eternal life depends on your success. Marcus Wesley, a young scientist has discovered a new approach to rebuilding aging cells and restore a persons youth. The Fountain of Youth! Of course everyone wants Marcus and his formula, but first you must kidnap him. Marcus has been located, you must scramble your faction to reach him first before the others do, then you can secure your own Eternal Life! 1500 point 2nd edition SF factions (1000 force & up to 500 renown). Bring your own force or use one of mine.

Free Wesley

Runs: - GM:Dances

Marcus Wesley has been captured and is being transported to the capturing faction's (from the previous above event) headquarters. It's up to you to get him or kill him, if you can't have him, no one can! One of the factions from the previous above event has managed to secure Marcus Wesley. They are currently transporting him to their urban headquarters. Ambush the convoy with your faction and secure Wesley for yourself or kill him so no one can have the secret of the fountain of youth formula he has developed. 1500 point 2nd edition SF factions (1000 force & up to 500 renown). Bring your own force or use one of mine.

Mega Battle: The battle for Indianaopolis

Runs: - GM:Dances

Milwaukee has previously been a haven for the mutants, but now the Megacomms want something. The other factions have caught wind of this, so they think that if something is so important for the Megacomms to risk, than they want to see what's up and get a piece of the action. 3000 point 2nd edition SF factions (2000 force & up to 1000 renown). Bring your own force or use one of mine.

Stalker Down

Runs: - GM:Dances

In the center of the downtown business district, a meeting is taking place. This meeting is to determine the arrangements, and the split of goods taken from a peace treaty between two local Mutant Overlords and two Gothrat Broodlords. The Megacom has found out about this meeting and is determined to stop this alliance at all costs. An alliance of these four groups would spell certain trouble for the Megacom's hold on the area and their shipments through the area. In order to stop this the Megacom has set up a mission to insert an Elite

force to grab the four Warlords and bring them into custody. The chaos that would erupt from the four Warlords being snatched would send their respective forces into total disarray, causing them to never trust each other again, and start them to fighting amongst themselves.

The Forces - Megacom

3 - 5 man Special Forces Teams, Designated Alpha, Charlie, and Delta

2 - Snipers in Support, Designated X-Ray-1 and X-Ray-2

Extraction / Support Force - Megacom

4 - Stalkers (one goes down at start of turn 2), Designated Red-1, Red-2, Red-3, and Red-4

4 - Tac Squads Designated Stalk-1, Stalk-2, Stalk-3, and Stalk-4

4 - APC's (armored)

8 - Humvees (armored)

Target Suspects (Warlords)

2 - Broodlords - Designated Tango-1, Tango-2

1 - Dominator -- Designated Tango-3

1 - Dominatrix -- Designated Tango-4

Mutant Forces

2 Squads per table side

5-10 Mutants per squad - Elites and Troopers only

Gothrat Forces

2 Squads per table side

5-10 Gothrats per squad - Elites and Troopers only

Every mutant or gothrat that dies will start the next turn back at it's own table edge to represent the constant influx of overwhelming enemy forces.

Historical WarEngine Events

Street Cleaning

Runs: Thursday 2:30am - 4:30pm/ Friday 10am - 12pm - GM:Dances

France: 1944; HQ says to eliminate all German threats from the center of town. Street fighting in the ruins of a French town, watch out for snipers! 28mm skirmish features an American Army platoon assigned to clear the center of a French town from all German threats. Germans will have the advantage of setting up under the cover of the buildings and ruins. ShockForce/WarEngine rules variant. Figures will be provided. Easy to learn rules will be taught as play begins.

ShockForce Variants

Shock Hulk

Runs: Thursday 10am - 2:30pm/ Friday 12:30pm - 4:30pm - GM: Dan

Break out of the metal dungeon! Space Marines seek a beacon deep within the huge spacecraft. But the ancient hulk is far from deserted. A 3D version of the age-old story, Man meets Alien/Alien eats Man. Other things seek revenge. Send quick moving scouts in to explore and use Terminators to blast away as they quest for the recording beacon & the secrets it's discovered during its travels through the Warp. WarEngine rules.

WarEngine Dungeon Crawl

Runs: Thursday 7pm - 11:30pm / Saturday 10am - 2:30pm - GM: Dan

Return of last year's Gen Con hit. More levels, more spells, more troops, more everything! Players command armies while exploring a 3D dungeon with hidden passages and enemies. Ally or fight with other players & monsters hidden within. WarEngine rules. Figures will be provided.

Choose your army:

Orc

Human

Dwarven

Elven

Skaven

Lizardman

or a Dark army hidden within

Player troops can only peer through the darkness as far as they can move. Hidden armies see all. Find magic items and wield them with a mighty hand to smite your enemy or heal your troops. Powerful scrolls, magic rings, mystical potions and enchanted weapons can be found or won upon your quest for the Eye of the Dungeon.

ShockForce Events

Prize Patrol

Runs: Friday 9:30pm - 1:30am - GM: Dave

Bring your own 3000-pt. ShockForce faction and a single 28mm miniature to ante up. Winner gets to take home the pile of minis. This event will take place in a blasted cityscape with lots of cover. So come blast and hack your way to victory and take home a cache of new minis. ShockForce 2nd Edition rules.

What The!?!?

Runs: Saturday 2:30pm - 7pm - GM: Dave

This is 2500 pts of mayhem set in New York. Strange things lurk in the shadows, so watch your back as you try to dominate the field. If you don't have a ShockForce, army I will supply one for you. ShockForce 2nd Edition rules.

Next of Kin

Runs: Saturday 10am - 2:30pm - GM: Dave

I'm putting all of my Scarlet Brethren and all of my Organization into a large cemetery to settle a score. Everyone that shows up will get to play the units of their chosen side. There will be giveaways for all that play in this battle. ShockForce 2nd Edition rules.

30K Rumble

Runs: Saturday 7pm - 1:30am - GM: Dave

Are you ready to rumble? Open to anyone with a 30k ShockForce army. All comers will be welcome in this Battle Royal amongst the ruins of a city. ShockForce 2nd Edition rules.

The Weapon Cache

Runs: Thursday 2:30pm - 6:30pm - GM: Ray

The Airforce has dropped the supplies in the wrong place due to bad weather and info.

Mission Megacom: Move to the objective and retrieve the supplies before the rebels can intercept the needed ammo.

Mission Rebels: Stop the Megacom troops from gaining the supplies and secure them for the rebels.

If you don't have a ShockForce, army I will supply one for you. ShockForce 2nd Edition rules.

The Lost Bridge

Runs: Friday 7pm - 11pm - GM: Ray

Rebels have taken the bridge to keep the Megacom's Heavy armor and troops from supporting their forward Airborne Infantry unit that went down behind enemy lines.

Mission Megacom: Capture the bridge and reinforce the forward troops.

Mission Rebels: Keep the bridge at all costs so your rear troops can mop up the Airborne Megacom troops.

If you don't have a ShockForce, army I will supply one for you. ShockForce 2nd Edition rules.

Is this just another Bug Hunt (BYOA)

Runs: Saturday 2:30pm - 6:30pm - GM: Ray

An Alien Craft has crashed onto the planet surface and your troops have been sent to search for any life forms and technology to be retrieved in the name of your Corporation or Force.

Mission Corporation or Force: Move to the objective and retrieve (capture and return to your starting point) the Life forms and any technology at the sight before any other Corporation or Force can achieve this goal. (Army size 1000pts each)

If you don't have a ShockForce, army I will supply one for you. ShockForce 2nd Edition rules.

Alien Invasion

Runs: Saturday 9:30pm - 1:30am - GM: Ray

The base is under attack by an unknown mechanical life form that is not slowing down.

Mission Spacemarines: Stop this enemy at all costs, you are the last line of defense. Make sure that none shall pass.

Mission Machines: Capture HQ objective and factory Objective.

If you don't have a ShockForce, army I will supply one for you. ShockForce 2nd Edition rules.

FANTASY ARMY LISTS

by Nightcrawler

Nightcrawler's confession: I love fantasy. I love fantasy RPG & miniatures. Don't faint but I love fantasy more than I love Sci-Fi.

I loved dungeon crawls when I played D&D back in the early eighties. Watching my burly buddies break into a sweat about cracking open a door or taking a step into a dark passage was always fun. I usually ran a cleric, so I was well protected at most times and had no worries.

In trying to expand the use of WarEngine rules to other games and loving the dungeon pieces I could create with Hirst Art's blocks (<http://www.hirstarts.com>), I wanted to step back into those dark passages.

But I wanted to be the one hiding in the dark.

Years ago, when Gen Con was at Parkside, I played in a game called B.D.M.B.E. (Best Damn Miniature Battle Ever). The premise was you got two monsters out of the old Monster Manual with its stats to control. The terrain took up a large floor area with an Elven castle in the center. The plan was to kill each other and the Elves. I only took out one Elf when my Cyclops uprooted a tree and tossed it at an archer on the castle wall.

The game was a lot of fun but two things I remember stuck out: 1. Rounds took too long. There were about 20 people playing, I think. I had 5 turns in four hours. 2. Two figures was not enough to keep me well engaged with the game

Using the WarEngine, large groups of people could handle full armies and the game could still run quickly. Although there may have still only be 5 or 6 turns, players are more engaged as they are pushing around more miniatures more often.

I had received a GW gift certificate for Christmas and made use of it by purchasing a Lord of the Rings boxset. I sent the Elves to be painted by my brother-in-law. I had an old 4th edition Warhammer boxset I won on eBay for about \$25 that became my source for some Human archers and plastic lizard dudes. With a quick deal with Dances, I had those bad boys off to be painted. Other Humans were pulled from old Ral Partha City Guard blisters. Shelves in my workroom displayed more Skaven than you could shake a hairless tail at. I already had Dwarves from my Flintloque collection and from raiding my relative's armies. The Undead were almost 100% Reaper skeletons with one OOP GW necromancer.

Six armies was good enough, considering I had done no real play testing and the game was going to be a little 'off-the-cuff'.

So I started creating the armies with an eye more towards army character and not towards a winning army. The idea was to give stats that were more inline for that race, regardless of where combat happened. I gave tweaks to races that may be totally useless underground because *that's* the way I thought the army should be.

To add a bit of RPG flavor, I began to create potions, spells and weapons using WarEngine stats. I found it very easy and created over a dozen items in about 15 minutes. Now I had something else to throw into the pot and mix things up. Every playing army received a random item and every NPC squad received an item *but they could not use it*.

The Gen Con 2002 fantasy armies are presented here. For Gen Con 2003 events, I've added two armies (not listed here), adjusted the existing ones a bit, increased the size of the dungeon,

added more diverse magic items & threw in a few surprises.



A shot from GenCon 2002 Dungeon Crawl event featuring Fantasy Army Lists by Nightcrawler

Without further ado here are the army lists from GenCon 2002:

THE REMNANTS

48		Dwarf Army List	Hero Pts		12	Total=		251
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	74	Wise Wizard	C	15"	3k3	A	10"	
	19	Force Leader, Lucky Bastard						

WP	Description	R	AV	AE	AET			
48	Wand of Flame	24"	5k4	-	-			
	Immolation							
50	Magic Missile	los	2k2	-	-			
6	Dagger of Speed	-	2k1	-	-			
6	Dagger of Speed	-	2k1	-	-			

24		Hero Pts		6	Total=		124	
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	66	Slayer Leader	E	18"	4k3	5k4	8"	
	4	Hardcase, Frenzy, Dodge, Stupid						

WP	Description	R	AV	AE	AET			
16	Assault Rage	-	4k4	-	-			
10	Headbutt	-	3k2	-	-			
4	Bite	-	1k1	-	-			

16		Hero Pts		4	Total=		106	
Qty	PP	Description	T	Mv	Df	Mn	CR	
5	56	Slayers	E	18"	4k3	5k4	-	
	4	Hardcase, Frenzy, Dodge, Stupid						

WP	Description	R	AV	AE	AET			
16	Assault Rage	-	4k4	-	-			
10	Headbutt	-	3k2	-	-			
4	Bite	-	1k1	-	-			

		Hero Pts		Total=		61		
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	26	Dwarven Musket Leader	T	9"	2k2	3k3	6"	
	3	Hardcase, Sole Survivor						

WP	Description	R	AV	AE	AET			
24	Musket	18"	3k2	-	-			
8	Musket Butt	-	2k2	-	-			

		Hero Pts		Total=		59		
Qty	PP	Description	T	Mv	Df	Mn	CR	
8	20	Dwarven Musket	T	9"	2k2	3k3	-	
	7	Hardcase, Sole Survivor, Easily Controlled						

WP	Description	R	AV	AE	AET			
24	Musket	18"	3k2	-	-			
8	Musket Butt	-	2k2	-	-			

Points of Renown 251
Points of Force 1187

Elf Army List			Hero Pts			Total=	205
Qty	PP	Description	T	Mv	Df	Mn	CR
1	74	Elven Witch 19 Force Leader, Lucky Bitch	C	15"	4k3	A	8"

WP	Description	R	AV	AE	AET
34	Magic Arrow	30"	3k3	-	-
34	Magic Arrow	30"	3k3	-	-
44	SP:Restore	30"	4k4	-	-

			Hero Pts			Total=	88
Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Elven Swordsmen Leader 10 Hyberactive Metab, Inspiring Example, Sole Survivor	E	15"	4k3	4k4	8"

WP	Description	R	AV	AE	AET
12	Elven Sword	-	3k3	-	-
12	Elven Sword	-	3k3	-	-

			Hero Pts			Total=	65
Qty	PP	Description	T	Mv	Df	Mn	CR
8	28	Elven Swordsmen 13 Stealthy, Slippery, Easily Controlled	T	12"	3k2	4k3	-

WP	Description	R	AV	AE	AET
12	Elven Sword	-	3k3	-	-
12	Elven Sword	-	3k3	-	-

			Hero Pts			Total=	97
Qty	PP	Description	T	Mv	Df	Mn	CR
1	50	Elven Archer Leader 11 Eagle Eye, Lightning Reflexes, Sharpshooter	E	15"	3k3	4k4	8"

WP	Description	R	AV	AE	AET
26	Elven Bow & Arrow	24"	2k2	-	-
10	Bow Swing	-	3k2	-	-

			Hero Pts			Total=	71
Qty	PP	Description	T	Mv	Df	Mn	CR
8	24	Elven Archers 11 Eagle Eye, Lightning Reflexes, Sharpshooter	T	12"	2k2	4k3	-

WP	Description	R	AV	AE	AET
26	Elven Bow & Arrow	24"	2k2	-	-
10	Bow Swing	-	3k2	-	-

Points of Renown 205
Points of Force 1078

48		Undead Army List			Hero Pts	12	Total=	290
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	78	Necromancer	C	12"	4k4	A	10"	
WP		Description	R		AV	AE	AET	
		96 Fireball	24"		4k3	4x	Ex	
		50 Magic Missile	LOS		2k2	-	-	
		6 Dagger	-		2k1	-	-	
		12 <i>Poisoned</i>						
16		Hero Pts			4	Total=	141	
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	54	Wraith	E	15"	4k3	4k4	8"	
WP		Description	R		AV	AE	AET	
		16 Sword	-		4k4	-	-	
		43 SP:Horror	18"		4k3	-	-	
		12 <i>Mental Attack</i>						
66		Hero Pts			Total=	66		
Qty	PP	Description	T	Mv	Df	Mn	CR	
5	20	Skeleton Archers	T	9"	3k2	2k2	-	
WP		Description	R		AV	AE	AET	
		18 Bow	12"		2k2	-	-	
		-2 <i>Slow</i>						
		18 SP:Horror	-		2k2	-	-	
		12 <i>Mental Attack</i>						
141		Hero Pts			4	Total=	141	
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	54	Wraith	E	15"	4k3	4k4	8"	
WP		Description	R		AV	AE	AET	
		16 Sword	-		4k4	-	-	
		43 SP:Horror	18"		4k3	-	-	
		12 <i>Mental Attack</i>						
43		Hero Pts			Total=	43		
Qty	PP	Description	T	Mv	Df	Mn	CR	
5	20	Skeleton Berserkers	T	9"	3k2	2k2	-	
		7 <i>Sole Survivor, Easily Controlled, Frenzied</i>						
WP		Description	R		AV	AE	AET	
		8 Sword	-		2k2	-	-	
		8 Sword	-		2k2	-	-	



ShockForce:
Great Games
Never Die

16		Hero Pts		4	Total=		141
Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Wraith	E	15"	4k3	4k4	8"
WP		Description	R		AV	AE	AET
		16 Sword	-		4k4	-	-
		43 SP:Horror	18"		4k3	-	-
		12 <i>Mental Attack</i>					
		Hero Pts		Total=		51	
Qty	PP	Description	T	Mv	Df	Mn	CR
3	20	Skeleton Warriors(sword)	T	9"	3k2	2k2	-
		11 <i>Tough, Sole Survivor, Easily Controlled, Frenzied</i>					
WP		Description	R		AV	AE	AET
		10 Sword	-		3k2	-	-
		10 Sword	-		3k2	-	-
		Hero Pts		Total=		47	
Qty	PP	Description	T	Mv	Df	Mn	CR
2	20	Skeleton Warriors(Spear)	T	9"	3k2	2k2	-
		11 <i>Tough, Sole Survivor, Easily, Controlled, Frenzied</i>					
WP		Description	R		AV	AE	AET
		10 Spear	-		3k2	-	-
		6 <i>Long</i>					
Points of Renown				290			
Points of Force				1215			



The Double-Blind Dungeon from GenCon 2002, using the Fantasy Army Lists.

Lizardman Army List				Hero Pts		Total=		196
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	116	Giant Desert Worm	HV	18"	6k5	A	-	
		-6 <i>Monster, vindictive, coup counter</i>						
WP		Description		R	AV	AE	AET	
	34	Sonic Roar		24"	4k4	-	-	
	30	<i>Body Slam</i>		-	5k5	2x	CC	
	22	Bite		-	6k5	-	-	
				Hero Pts		Total=		57
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	22	Skink	T	12"	2k2	3k3	-	
	1	<i>Ballsy</i>						
WP		Description		R	AV	AE	AET	
	18	Poison Bow		12"	2k2	-	-	
	12	<i>Poison</i>						
	4	Saliva Spit		-	1k1	-	-	
				Hero Pts		Total=		108
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	46	Komodo Dragon	E	12"	3k3	4k4	8"	
		5 <i>Hardcase, dodge, eagle eye</i>						
WP		Description		R	AV	AE	AET	
	33	Poison Spit		12"	3k3	2x	Bu	
	12	<i>Poisoned</i>						
	12	Tomahawk		-	3k3	-	-	
				Hero Pts		Total=		57
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	22	Skink	T	12"	2k2	3k3	-	
	1	<i>Ballsy</i>						
WP		Description		R	AV	AE	AET	
	18	Poison Bow		12"	2k2	-	-	
	12	<i>Poison</i>						
	4	Saliva Spit		-	1k1	-	-	
				Hero Pts		Total=		108
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	46	Komodo Dragon	E	12"	3k3	4k4	8"	
		5 <i>Hardcase, dodge, eagle eye</i>						
WP		Description		R	AV	AE	AET	
	33	Poison Spit		12"	3k3	2x	Bu	
	12	<i>Poisoned</i>						
	12	Tomahawk		-	3k3	-	-	
				Hero Pts		Total=		57
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	22	Skink	T	12"	2k2	3k3	-	
	1	<i>Ballsy</i>						
WP		Description		R	AV	AE	AET	
	18	Poison Bow		12"	2k2	-	-	
	12	<i>Poison</i>						
	4	Saliva Spit		-	1k1	-	-	

			Hero Pts			Total=	108
Qty	PP	Description	T	Mv	Df	Mn	CR
1	46	Komodo Dragon	E	12"	3k3	4k4	8"
		5 <i>Hardcase, dodge, eagle eye</i>					
	WP	Description		R	AV	AE	AET
	33	Poison Spit		12"	3k3	2x	Bu
	12	<i>Poisoned</i>					
	12	Tomahawk		-	3k3	-	-
			Hero Pts			Total=	57
Qty	PP	Description	T	Mv	Df	Mn	CR
4	22	Skink	T	12"	2k2	3k3	-
		1 <i>Ballsy</i>					
	WP	Description		R	AV	AE	AET
	18	Poison Bow		12"	2k2	-	-
	12	<i>Poison</i>					
	4	Saliva Spit		-	1k1	-	-
			Hero Pts			Total=	108
Qty	PP	Description	T	Mv	Df	Mn	CR
1	46	Komodo Dragon	E	12"	3k3	4k4	8"
		5 <i>Hardcase, dodge, eagle eye</i>					
	WP	Description		R	AV	AE	AET
	33	Poison Spit		12"	3k3	2x	Bu
	12	<i>Poisoned</i>					
	12	Tomahawk		-	3k3	-	-
			Hero Pts			Total=	57
Qty	PP	Description	T	Mv	Df	Mn	CR
4	22	Skink	T	12"	2k2	3k3	-
		1 <i>Ballsy</i>					
	WP	Description		R	AV	AE	AET
	18	Poison Bow		12"	2k2	-	-
	12	<i>Poison</i>					
	4	Saliva Spit		-	1k1	-	-
Points of Renown				0			
Points of Force				1540			

Human Army List				Hero Pts		Total=		107
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	68	Sergeant At Arms 13 <i>Inspiring Example, Force Leader</i>	C	18"	4k3	4k4	8"	
	WP	Description		R	AV	AE	AET	
	10	Sword		-	3k2	-	-	
	10	Sword		-	3k2	-	-	
	6	Kick		-	2k1	-	-	
				Hero Pts		Total=		87
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	58	Spearman Leader 3 <i>Hardcase, Sole Survivor</i>	E	12"	3k3	4k3	8"	
	WP	Description		R	AV	AE	AET	
	10	Sword		-	3k2	-	-	
	10	Sword		-	3k2	-	-	
	6	Kick		-	2k1			
				Hero Pts		Total=		73
Qty	PP	Description	T	Mv	Df	Mn	CR	
5	28	Spearman 5 <i>Dodge, hardcase, Sole Survivor</i>	T	9"	2k2	3k3	-	
	WP	Description		R	AV	AE	AET	
	22	Spear Toss		12"	3k3	-	-	
	12	Spear		-	3k3	-	-	
	6	Long						
				Hero Pts		Total=		73
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	44	Archer Leader 3 <i>Hardcase, Sole Survivor</i>	E	12"	3k3	4k3	8"	
	WP	Description		R	AV	AE	AET	
	10	Sword		-	3k2	-	-	
	10	Sword		-	3k2	-	-	
	6	Kick		-	2k1	-	-	
				Hero Pts		Total=		68
Qty	PP	Description	T	Mv	Df	Mn	CR	
8	24	Archer 2 <i>Sharpshooter</i>	T	9"	3k2	3k3	-	
	WP	Description		R	AV	AE	AET	
	36	Bow		36"	3k2	-	-	
	6	Dagger		-	2k1	-	-	

		Hero Pts			Total=		100
Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Crossbow Leader	E	12"	3k3	4k3	8"
		WP	Description	R	AV	AE	AET
		32	Crossbow	24"	4k3	-	-
		8	<i>Armor Piercing, Extra Bite, Slow</i>				
		6	Dagger	-	2k1	-	-
		Hero Pts			Total=		68
Qty	PP	Description	T	Mv	Df	Mn	CR
4	22	Crossbowman	T	9"	3k2	3k2	-
		WP	Description	R	AV	AE	AET
		32	Crossbow	24"	4k3	-	-
		8	<i>Armor Piercing, Extra Bite, Slow</i>				
		6	Dagger	-	2k1	-	-
Points of Renown				107			
Points of Force				1251			



Come on over to my place, so we can play some games!

Skaven Rat Army List				Hero Pts		Total=		131
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	38	Warp Skaven	C	12"	3k3	4k3	-	
	15	<i>Charmed, Terrifying</i>						
	WP	Description		R	AV	AE	AET	
	44	Chittering Hordes		36"	5k4	-	-	
	26	Warp Blast		18"	3k3	-	-	
	8	Bite		-	2k2	-	-	
				Hero Pts		Total=		141
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	56	Skaven Champion	C	18"	4k4	4k4	-	
	14	<i>dodge, Lucky B, Glory Hound</i>						
	WP	Description		R	AV	AE	AET	
	14	Spike Toss		6"	2k2	-	-	
	14	Spike Toss		6"	2k2	-	-	
	8	Bite		-	2k2	-	-	
	30	Sword of Meecees		-	5k5	2x	CC	
	5	<i>Highly Accurate</i>						
				Hero Pts		Total=		92
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	46	Red Skaven Stormvermin	E	15"	3k3	4k3	7"	
	5	<i>Butthole Sergeant</i>						
	WP	Description		R	AV	AE	AET	
	21	Blade		-	4k3	2x	CC	
	12	<i>Long, Charging</i>						
	8	Bite		-	2k2	-	-	
				Hero Pts		Total=		44
Qty	PP	Description	T	Mv	Df	Mn	CR	
8	18	Red Skaven	T	12"	2k2	2k2	-	
	14	<i>Dodge, Scrounger, Stealthy</i>						
	WP	Description		R	AV	AE	AET	
	8	Blade		-	2k2	-	-	
	4	Bite		-	1k1	-	-	
				Hero Pts		Total=		92
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	46	Brown Skaven Stormvermin	E	15"	3k3	4k3	7"	
	5	<i>Butthole Sergeant</i>						
	WP	Description		R	AV	AE	AET	
	21	Blade		-	4k3	2x	CC	
	12	<i>Long, Charging</i>						
	8	Bite		-	2k2	-	-	
				Hero Pts		Total=		44
Qty	PP	Description	T	Mv	Df	Mn	CR	
8	18	Brown Skaven	T	12"	2k2	2k2	-	
	14	<i>Dodge, Scrounger, Stealthy</i>						
	WP	Description		R	AV	AE	AET	
	8	Blade		-	2k2	-	-	
	4	Bite		-	1k1	-	-	

		Hero Pts			Total=		141
Qty	PP	Description	T	Mv	Df	Mn	CR
1	30	Skaven Warthrower	C	9"	3k2	3k3	-
		WP	Description	R	AV	AE	AET
		114	Rat Blaster	30"	4k4	4x	Ex
		-11	<i>Move or Fire, Slow Reload</i>				
		8	Bite	-	2k2	-	-
		Hero Pts			Total=		99
Qty	PP	Description	T	Mv	Df	Mn	CR
1	52	Infiltrating Skaven Leader	E	15"	4k3	4k4	7"
		13	<i>Dodge, Infiltrate, Slippery</i>				
		WP	Description	R	AV	AE	AET
		8	Net	-	2k2	-	-
		14	Blade	-	4k3	-	-
		12	<i>Poison</i>				
		Hero Pts			Total=		91
Qty	PP	Description	T	Mv	Df	Mn	CR
1	44	Infiltrating Skaven	E	15"	4k3	4k4	-
		13	<i>Dodge, Infiltrate, Slippery</i>				
		WP	Description	R	AV	AE	AET
		8	Net	-	2k2	-	-
		14	Blade	-	4k3	-	-
		12	<i>Poison</i>				
Points of Renown				413			
Points of Force				1078			

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THE REMNANTS

FICTION

By Dances

FIRE! DESTRUCTION OF DOWNTOWN CHICAGO!

July 22, 2079: Chicago, IL (S. Rysemus)

During Saturday afternoon, and evening, Sunday, Monday, and Tuesday, this city has been swept by a conflagration of the likes that hasn't been seen since the Great Fire of 1871. An explosion in the Water Filtration Plant near Navy Pier started this inferno, which has laid waste to the entire downtown area, as well as parts of the west and south side of Chicago. At this time it is impossible to determine how great the loss of property and lives, but suffice it to say when the final reckoning is done, it will be tremendous. Unconfirmed reports have been received that flames have traveled along the lake as far south as Gary, Indiana, and that the old US Steel plant caught fire causing a huge explosion.

At 3:00 p.m. Saturday, an already overworked water plant had run into problems with its filter system. Water was not being cleaned to the proper standards, it is at this point that information has not been confirmed, but untold quantities of chlorine were added to the system in the hopes of cleaning up the problems. The thought was more chlorine would thin out the water and allow it to flow through the filters, thus bringing the water up to the clean standards. Apparently something in the contaminated water caused a chemical reaction once the content of chlorine exceeded safety standards which touched off a spontaneous explosion that all but leveled the entire plant, setting fire to the lake and the surrounding area.

Before emergency equipment could arrive, the fire had already spread over the water and onto nearby buildings, being blown by a strong westerly wind. Moving rapidly, the fire spread west to Michigan Ave. Leaping buildings and streets, the blaze traveled south all the way to the river. In as short a time as 30 minutes, the fire had covered three square blocks, extending north to Huron.

Emergency crews had trouble keeping up with the blaze. Spreading faster than the men could work, the fire, fanned by the wind, would jump over the men and equipment, stranding them in the middle of a hellish nightmare. Moving north, the inferno crossed Chicago Ave at its north, and State Street on its western border. While on the south, the river seemed to contain the raging blaze from moving any further south.

General looting began to take its toll on the rescue workers. Even to the point where fire fighters came under attack as looters tried to gain access to buildings not yet on fire.

By 8:00 PM, the fire, blown by high winds managed to jump the river to move south to Monroe. Up to the north, fire could be seen all the way to North Ave., and west to Halsted Street and the river. It was said that citizens of Milwaukee could see the great conflagration from their own town. Rescue workers continued to be hampered by sparks, blowing wind, flying debris, and the looters. Law enforcement personnel were scarce, outnumbered, or too afraid to do their duty.

Through the night the inferno raged, crossing the river west. By sunrise Sunday, the northern boundary was Irving Park Road, Cermak to the south, and Ashland to the west. Portions of 94 were closed as the fire raged all around the expressway. By now the winds had shifted to a more southerly direction. Rescue workers were now able to make head way, giving up the south side to concentrate on the north and west sides.

Looting continued as fire burned southward, damage to the north side of the downtown area was extensive. What had not been touched by the flames, which wasn't much, had been vandalized by looters. The Merchandise Mart was nothing more than a burned out shell, and the first twenty five floors of the Hancock building were scorched and looted, as was the bottom 52 floors of the Sears Tower. To the north, all the grass, Ivy, and bleachers were up in smoke at Wrigley Field. All that stood of Holy Name Cathedral was the steeple. Meanwhile the fires still raged to the south.

As the sun set Sunday, the entire museum campus was in ruin, Soldiers field was said to look like a gigantic torch. To the west the fire finally stopped at Western Ave, but had gone as far south as Garfield Blvd. Nothing was left untouched by the flames, city parks including Grant Park were a barren wasteland. Schools and the university all lay in ruins, gone were hospitals which caused further crisis as there was no where to take the injured.

At this point the wind changed once again, finally turning eastward. Fire fighters finally started to get a handle on things, stemming the western march of the fire. At one point, reports that the fire extended up the lake almost to Milwaukee before dying out on the water. And to the south in Gary, there was nothing left of the steel plant.

So much was in ruin, so much ablaze, it looked like Chicago was an ocean of fire. As the sun set on Monday, well over 3900 acres of buildings, and parks were destroyed. Tens of thousands left homeless, while untold had died. Highways had been scorched to the point of weakened structures deemed unfit for travel. Emergency vehicles had been abandoned as crews tried to escape the flames on foot.

Tuesday dawned with most fires out, or only smoldering. Chicago was a smoking hulk of its former self. Rescue efforts finally began in earnest. Now the accounting could begin. This reporter asks that if you have information on the names of any deceased to report them to your nearest GFPN office, that information will be re-directed to the proper authorities.



**ShockForce Dead?
I don't think so!**

SHOCKFORCE AMERICA

by Dances

OK here is a feature that will be a regular column; this is where we find out what factions have a hold on the different areas in what remains left of a battered United States. So what does this mean to you the reader? Lots, we need to hear from you what faction is controlling the area in which you reside. The more prolific you are, the less editing we will have to do, can't write? No problem, just send us the details and we will put it into words and you will see the results in this very column. So what are you waiting for? Send us your info at <http://www.theRemnants.com>, and now for the first installment.

Midwest Report – Installment # 1

The Mutant Hordes

The one common feature Hordes have is the authoritative leadership of the Dominator or Dominatrix. The military formations under those leaders though, tends to be less precise (the SF army list in the rules is provided as a general guide and one for use in tournaments). The make-up of a Horde from one area to another varies as much as the color of a mutation or feature. As such the mutants tend not to have a standard military rifle or support weapon, enlisting whatever they have been able to steal or pry from the fingers of their enemies. Their Balkanized political situation can at best be called - independent city-states, and at worst – anarchy. This disorganization has been one reason that the Megacoms have continued to dominate the far greater number of armed mutants.

Deathtroit was the first of the mutant groups to rebel successfully against their Megacom masters. During the rioting of 2118 Butch Catman led his gang, the Blue Wolves, on a raid of the *S&W* Megacom gun factory near the city.

The facility was overrun and many of Deathtroit's worst citizens found themselves with new weapons – thanks to Butch. Dominator Catman led many other raids in the coming days on other corporate sites in and around Deathtroit and was able to control or destroy much of the industry that the Coms had established. By the time the Coms' large military forces reacted the town was not worth the fight to reclaim. Thus was born the first of the Mutant fiefdoms. The Megacoms did learn from this defeat and over the next several years putdown similar rioting in other mutant cities. Over time small enclaves of mutants have asserted themselves until the Midwest of the old United States is a jigsaw puzzle of armed camps.

The Dayton Motor Freaks are a gang of off-roaders who have stretched their hold on several old automobile plants into control of the vital I-75 and I-70 interchange. They have begun charging tolls to Megacoms for passage along this junction. This effort has met with mixed success, but is giving the mutants great fun as they pick off Com troops from hidden positions near the highway. Rumors abound about the Freaks being on the take from G&P Mega Corp (with production facilities in Cincinnati). Nothing has been proven beyond the large stockpiles of P&G paper products and free passage that their trucks have on the Freaks highways. Dominator Williams and Dominatrix Wendy have led the gangs efforts for the last few years, expanding their size and reputation. Unfortunately they have stepped on a few corporate toes in obtaining this fame, which has made them the target of bounties and raids. They still live, surviving several attacks; the mutant overseers have been less fortunate with much of the gang's young leadership killed – including Gemini, Grind and Viper. (Viper is listed as dead, but as I am he, and I am alive, I'd have to say that this report is overstated)

The Pennsylvania Sea controls much of the rugged southwestern portion of old Pennsylvania. This group was once a society of citizens that lived for the fight and met yearly to test their skills. With the collapse of the country this organized band used their primitive skills to survive and thrive. Many locals flocked to their banner; thus much of this rural territory suffered less from the loss of the national government. The pollution that Coms dumped throughout the hills did take a toll on the inhabitants and thus they are easily categorized as mutants. Here though many of the other similarities end, these mutants live in a feudal society led by King George Halbread and Queen Gwenifer. Their land is broken into two sub-kingdoms (East and West) that handle many of the administrative details for the populace, including the military.

CharTown

CharTown, as with most of the Midwestern areas of industry, the land from the south side of CharTown all the way to Gary Indiana, long known for its steel mills, is now an area of large Mutant rule. Mutant rule was primarily from a Mutant who stylized himself after a cavalry general. In fact his name was General Custer and he ruthlessly led his ragtag group of Mutants into a rigid military style of operations calling them the 7th Mutigan Rifles. This group started small, moving into an area just south of the old downtown district of CharTown. He had struck a deal with the head of the Organization in CharTown for his initial plot of land. From this small start he grew his horde, but not without troubles though, but with all of the old factories in the area General Custer had a lot of raw materials to draw on. Soon his hold on the area expanded to the border of Indiana. Peace treaties had been drawn up with the Mutant hordes from Indiana. His control covered all of I-55 from just south of the old Chinatown area down to Joliet. The Skyway was patrolled by his horde, and he even manned the old tollbooths on the Skyway controlling traffic to and from CharTown from the south side. But internal strife proved his undoing! An overseer that was in-trusted with

control of the Skyway tollbooths led a rebellion that eventually drove General Custer out of the Midwest. Kurt Von Richter was the Overseer that led the successful rebellion and now has control of the south side of CharTown to the Indiana border and as far south as the Joliet area. Reports have now surfaced that General Custer and his 7th Mutigen Rifles has set up operations in the Triangle on the eastern seaboard formerly known as South Carolina.

CharTown belongs to the Organization. Up on the North side of the city, Antonio Alphonse Capone has moved into power as the Midwest base for the Organization. Antonio can actually trace some distant roots back to a great-great-great-great Uncle Alphonse Capone. As ruthless as his great Uncle was, Capone rules CharTown with an iron hand – literally. His left hand has been replaced with a gauntlet made from iron. His source of income comes from the Riverboat casinos in the CharTown area, though he no longer controls the boats from Gary Indiana. CharTown has several brothels that are frequented by Megacom bigwigs as they pass through the area. Of course what would an Org stronghold be without drug trade; Capone controls this as well. Nothing moves through CharTown without Capone's knowledge. His control of some of the casinos though is not absolute for several riverboats in the Elgin area are under Vengequan control. Capone vows to change this, but the Vengequan tribes of northern Illinois and southern Wisconsin are savage. Raids are a constant amongst these casinos.

One area that Capone also has trouble with is in an area of CharTown known as Chinatown which is located on the city's south side, very close to the Mutant Zone. Actually it is the area under Chinatown that holds the real trouble for Capone as that the sewers under Chinatown are full of Gothrats. These Gothrats are led by Chi Ta', a brutal albino Gothrat of large proportions. Chi Ta' has found that life under Chinatown suits his brood as there are tunnels and secret passageways throughout the area. Most will eventually lead to the sewers that run under all of CharTown. Once in these sewers the rats has

access to the Deep Tunnel project that was created in the 20th century that controlled all of the water run-off for the entire city. This tunnel could be opened or closed during storms, which could lead to the flooding of the city's basements. Now all of the sewers that run under the city are controlled by Chi Ta's brood, even though Capone holds the town.

All of Chi Ta's brood have adopted Chinese names and have adopted the ways of the orient. Chi Ta' being quite intelligent has managed to collect a large library of information on the ways of the Chinese. In fact his brood employs tactics of the old Triad Chinese gangs. Capone's Orgs have come to fear any Chinese graffiti as they know that the Gothrats are behind it. Most of the

Gothrats in the brood have all had training in the martial arts, so not only can they wield a gun, they are just as dangerous in close combat. The main area of control that Chi Ta' has includes all of old Chinatown east to the great lake of fire, and includes the giant warehouse previously known as McCormick place. Which now houses Chi Ta's Kah distillery with which he trades for weapons with Capone. Capone has found that Kah is a big seller in his casinos and brothels. To the South his territory includes Comiskey Park, and some of the old Projects that still stand. Up north he controls Soldiers Field and the entire museum campus with which he stores his Kah and weapons. Of course no place is safe in CharTown if there are sewers running underneath them!

FICTION

By Dances

An Org Story

Holding his breath Vinnie squeezed the trigger. The 50 caliber round silently bored a hole through the target's forehead. Vinnie smiled, he'd taken his target out before he had reached the door that allowed the body to fall back out of sight. The bullet buried itself safely into the wall. No alarms had been set off, no one had heard anything and that was good. The other guard was due back shortly, so he adjusted his scope and waited patiently.

Falling before he could react to the sight of his fallen partner, the brave fell just short of the first. But before he had hit the ground Vinnie was up and moving, keying his headset as he went, he gave the signal. Now he had to reach his next spot and prepare for the next target in less than two minutes. Slinging his rifle, he slid down the ladder to the lower roof and raced for the other side to set up for the next shot.

Scanning the grounds, nothing was out of place, so he slammed two more rounds into the rifle. In a matter of seconds the convertible drove up. The motor was still running and Vinnie smiled, as the bullet pierced the fuel tank. Engulfing the entire vehicle the fuel tank exploded in a fireball. No need for a second shot, he should be going as his assignment was completed. But he couldn't help himself, there was chaos surrounding the burning Cadillac, Vinnie spotted something, yes there he was, a Shaman trying to bring some order to the conflagration. Finding the Shaman's head in the crosshairs of his scope, Vinnie squeezed the trigger again. More confusion as the Vengequan's head was all but vaporized by

the explosive round, but it was time to go, he had been spotted and was now being shot at. Sprinting to the back of the building, he knew it would take the Vengequan time to reach this building, but it was time bug out. Reaching the ladder, he looked below to see his hog still parked in silence. Again Vinnie smiled as he climbed down the ladder.

* * * * *

Hearing the explosion the enforcer smiled and ordered the Taj Mahal's to open fire. Two rockets made short work of the entrance to the Casino restaurant. The CybOrg urged his punks forward into the enlarged opening and then the shooting began. After hearing the explosions, the gamblers no longer wanted to stay in the casino, and were trying to escape. Unfortunately for them they ran straight into the Org gangs and were caught in the firefight between the Orgs and the Vengequan. The enforcer ordered the rest of the gang into the restaurant and the casino beyond. Keying his headset he signaled Carmine to begin his assault.

Carmine had the motors fired up and the six assault boats sprang forward into the middle of the river. In three minutes the floating casino came into view, and there was no activity outside on the boat. The Vengequan were too busy fighting inside to worry about an attack from the water. This would be a cakewalk, the casino would be theirs very soon and Mr. C would be very please. Flipping the safety off, Carmine charged his Flamestar and made ready to fry some Veggies.

PROXY AND FIGURE CONVERSIONS

By Dances

Another regular column that will attempt to detail figures that can be used in place of existing figures from the ShockForce/Gwar line of figures that were actually produced. In addition we will offer figures to use where Demonblade / xB9 never produced the figure even though the rulebook has statistics for that figure.

Conversions will be showcased, as there are a lot of you that have converted some interesting figures. This feature will also include a figure gallery for any figures out there that we feel are cool enough to present to you the reader.

The first figure we will discuss is the Gothrat Cavalry figure. In name this sounds like a figure that would lend itself to many variations. However I feel that since there was some artwork, the figure should be a rat riding on the back of a larger rat. Now, I have seen some rather nice conversions that had rats riding dinos, and even riding an alligator. But I wanted rats on rats!

So the first order of business was finding some rats large enough to mount some Gothrats on top. A trip through the isles at my local game store turned up some Reaper Barrow Rats #2544. This blister contains two nasty looking rats that are about the size of very large dogs, just big enough to fit a Skulker on top of the vicious bugger. Now I happened to be out of Skulkers at the time, but I did have a few blisters of Ratzis from Team Frog. So I cut and filed the back on the back of the Ratzis as this looked a little like a life support back. Then I was able to glue them to the back of the Barrow rats. Not too bad and not much of a conversion and I now had two Rat Cavalry!



Reaper Barrow Rats with Team Frog Ratzis.



Reaper Barrow Rats with Team Frog Ratzis.

For my next attempt, I had seen some blisters being discounted at my local store from the Ral Partha Crucible line of figures. The blister that caught my eye was the Dwarf Beast Handler and his pets; # 91-303. Now the problem that these animals presented me was that the necks were too long, snouts far too short, and the body had some spikes and no fur. First off with the heads right at the shoulder though, then trimmed the neck so as to be shorter. Then I drilled and pinned the heads back on and used Green Stuff

to fill in the area where the head attached back to the body. Then I filed off the spikes, and rolled out some Green Stuff so as to make a very thin coat, which I draped over the entire body. I let the putty dry a little before I attempted to drag a pointed object along the putty creating a texture that looked like fur. Adding more Green Stuff to the face, I elongated the snout. Now my sculpting ability is nothing to write home about, but I figured the beast would have to be a little bit disfigured so what the heck! After the putty dried I painted the whole thing and the rest you can see from the pictures.



Both converted Crucible Dwarf Beasts riding into battle!



Crucible Dwarf Beasts Converted to Giant Rats,
Demonblade Gothrat on top.



Another shot of convert Ral Partha Crucible Dwarf Beast
and Gothrat rider.

SHOCK HULK

A Terrain Article by Nightcralwer

Part 1:

Assembly of the Basic Terrain

Games Workshop use to have a cool game called Space Hulk. The game was a great introduction to miniatures by combining them with a board game style. I liked the fiction of the game and it played pretty good. The rules were easy to learn, not complex with many special exceptions and you didn't need a subscription for the latest updates.

GW dropped it. Avid Space Hulk players are now stranded of miles from other players. Local shops won't support the older systems or games. This makes sense, as the shop owners can't get new product to sell. One can hardly fault them for wanting to sell merchandise to keep from having to closing their doors.

A great thing about the WarEngine army creation rules is you can use any company's figure line and create usable armies. The squads created aren't proxy squads. They are WYSIWIG (what-you-see-is-what-you-get). I decided to dust off my Space Marine and Genestealer figures and create a WarEngine-based version of Space Hulk.

Just like I said about my dungeon game, having a player get nervous about whether his little metal figure survives is a mark of a good game. Every player sitting at the table, entertained until the end and wanting to see who wins, even if it isn't them, is another sign. Everyone saying "Ah, man! That was cool!" as the last figure is removed from the table is the kicker.

Space Hulk could often generate that excitement. Shockforce almost always generates that excitement.

The main thing I didn't like about Space Hulk was what I call 'the metal dungeon'. For being a collage of giant spaceships squeezed together, there sure was a great deal of dead space. Most drawings I've seen in GW's books and comics show large vaulted rooms and fairly wide doorways.

I have a large collection of space marines. I have a larger collection of genestealers. I'm not a big fan of Warhammer 40k since 2nd edition and have no real interest in building a full Space Marine or Tyranid army. However, I do have enough of both to create squads of each to kill each other.

And that's cool.

The WarEngine army creation system makes pointing up squads for both sides a piece of cake. I have a few rules that expand on WarEngine to keep some of that original Space Hulk-iness. Here's a hint for one extra rule: 'My Lord, is there no end to them?!'

I was looking to create a multiple level futuristic setting with large fields of fire and open space. I present here a few pieces I am building in various stages of assembly.

The Pieces & the Parts

Again, I went to Hirst Arts (<http://www.hirstarts.com>) for molds of smooth and schematic blocks. Anything that looked futuristic, I bought. Bruce has many good how-to guides on making decorative pieces. I also made custom molds of certain assembled pieces, such

as floor tile patterns, to speed my creation. I used the OOMOO-30 product from Smooth-On (<http://www.smoothon.com>). The resulting molds have been cast from dozens of times and, as yet, I haven't had a problem due to wear.

Ninety percent of the blocks I used so far come from these molds:

- Smooth Pyramid Mold #91
- Smooth Floor Tiles Mold #202
- Schematic Floor Tile Mold#212
- Station Builder Mold #300
- Schematic Pyramid Mold#311

I also used the steel riveted section from the Dragon's Teeth Accessory Mold #80 to create a ceiling pattern.

Everything is based on .25" thick hardboard, the type that is often used for replacing cheap bottoms of dresser drawers. I bought them in 4'x4' pieces at a 'super hardware store' when they were having a buy-one-get-another-free sale. I cut them, initially, in 16.75" by 16.75" squares. This was a mistake, as I'll explain later.

The Floors

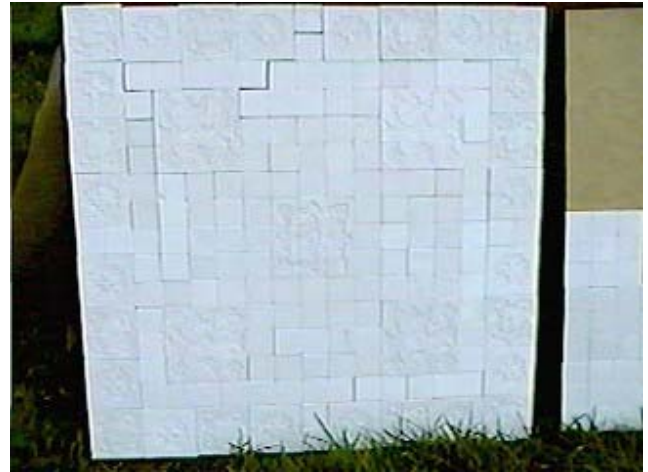
Each piece was to have 17"x17" footprint, giving 289 square inches of playroom on a single level. This is about two square feet. So a two-level gives a two by two foot playing space. Put two of these next to each other and you have more than nine square feet of terrain space in a foot-and-a-half by three-foot footprint.

I eventually hoped to have a footprint that could fit on a card table, but still have at least the 8'x4' (or 32 square feet) of gaming area. However, logistics of build time & playability of pieces could very well change this.

Here is a fully assembled floor piece.

I used spray on photo mount to adhere tiles to the wood. This was done to reduce warping of the board.

Notice the gaps in the floor tiles? This is from where I had too much glue between the tiles. So where the 16.75" edge was suppose to have a tiny 1/8" overhang now has about .25" on both sides. *See below.*



Next is a partially assembled floor piece.

Each individual tile is one inch squared, so each level needs 289 (17 x 17) floor tiles.

Although you can't see it in this picture, I drew lines 1 inch apart starting from the center of the board to help line everything up.

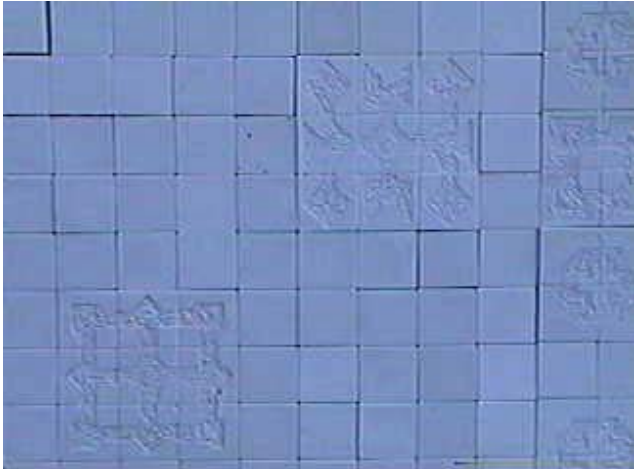
See below.



Here is a closer look at the floor.

There are four different designs I have repeating on this floor. Two of them are 3"x3" and two of them are 2"x2".

I made molds of these designs to save me a bit of work. If you look closely, you can see them.
See Below.



The Ceilings

The ceilings I've made so far are pretty basic. I hope to spice these up a bit by putting red LEDs around the pedestals.

Here's a close look at the ceiling.

The column pedestal is made with blocks from the smooth pyramid & smooth block mold.

The tile pieces are the steel riveted section from the Dragon's Teeth Accessory Mold #80. I made a mold of them in a 4x4 section to speed building.

I needed way too many!
See Below.



Here's a shot of a ceiling piece next to a floor piece with columns attached.

Where tiles are not attached, you can see the lines I drew to help line everything up on the board.

The rivet tiles are only 1/8" thick. It's hard to tell here, but I used spray-on photo mount and attached stiff cardboard, like from the back of notepads, to the wood first. I glued the ceiling tiles to the cardboard after that.

See Below.



The Columns

The columns keep everything apart. I had to make them solid enough to hold up to the weight of all the hydrocal and wood.

To give you an idea of size, here are a couple of pictures with some Megacom standing guard.

Again, the pedestals are made from the Smooth Pyramid Mold #91 and Station Builder Mold #300.

The Columns are made from the Station Builder Mold #300 and Skematic Pyramid Mold #311. I staggered the 2" & 1.5" blocks so there's a chance of shearing. I then attached the long curved pieces to give the column an oval cross-section. *See Following two pictures.*



All Together Now

Notice in this picture that the column is notched.

This helps to fit the center into the pedestal. I

then used hydrocal mixed with white glue to

attach it to the pedestal.

When it is fitted, the inner piece butts against the center block in the pedestal and the curved outer blocks rest against the top of the pedestal, helping to distribute the load.

Here is part of the tri-level with second level attached but floor tiles removed. I test fit most of the parts before gluing.

The loose tiles on the bottom floor are for the ceiling. I just forgot to move them before I started taking pictures.

There is about an eight-inch space between the floor and ceiling. I wanted make sure there was enough space for players to get their paws in there to move the figures around.

These will be primed with Kilz2 to help seal the hydrocal and help fill gaps. *See Below.*



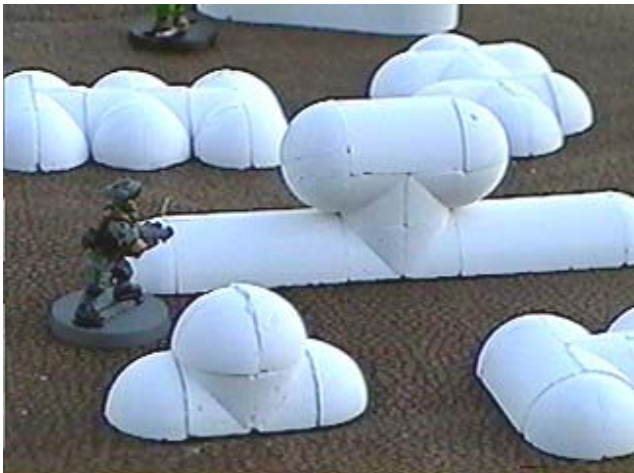


And Coming up Next

Of course, a space hulk is supposed to be a bunch of ships crunched together. To simulate this, other sections are going to have their own look and feel.

Here is a picture of some pieces that will be part of another section.

See Below.



By the way, yes, these are heavy, being made of statuary hydrocal and wood. Once the tri-level is reassembled, I will begin the process of assembling plywood cases to house and transport these.

I have a few surprises up my sleeve for this event, so I don't want to reveal everything yet. This article designed to show the very basics of these pieces. A battle report with army lists and event pictures will appear in the next issue. I will also hit some highlights of some other special things that time and space don't allow me to go into here.

If you are interested in playing at Gen Con, stop by the Stormreaver location in the miniatures area. Or better yet, sign up ahead of time so the event doesn't close up on you. These pieces will most likely also see use at Flatcon '03 (<http://www.flatcon.com>) in Bloomington, IL, in August.

BUILDING A BETTER BAT

by LeXan

For those of you that do not belong to the Yahoo WarEngine group, you may be pleased to know that one of our very own is starting to create new figures for the game ShockForce. LeXan has started this process and we are please to bring you his first project, the Gothrat Mechrat.

Here we have the starting point, the Mechrat armiture.



Since the goal is to create a mini for casting we will be setting it up for the mold. This will mean that you won't be seeing a completed mini but you will get an idea of what the final product will be.

Next we have Travis at work with a Dremel. He is removing the right arm and fitting the socket

to accept the machinegun arm. He also adds some putty and attaches the head to the base.



We are not sure if we are going to make the left arm with a power fist and a wrench or a power claw.



Here we have Travis hard at work again with a new armature repeating "this is going to be sick". He is removing the arms to make room for matching machine guns. We are going to use a modified Quickslink head on this one.



In this last picture we have all the pieces laid out for you to see



So there you have it, the first new figure for the game ShockForce. Keep you eyes here for the next issue, we just might have more info and pictures for you!



CREDIT PAGE

This is where we want to take a few lines and give credit to where credit is due. First things first, we gave to give credit to the game that got us hooked, ShockForce. Without this game, first or second edition, we would not be toiling over this E-Zine. Let's face it, we love ShockForce and the WarEngine rules.

The rules do live on, Dark Tortoise has taken up the reigns, and hopefully we will see some new products very soon. Visit them on the web at DarkTortoise.com.

For our first issue we would like to thank the following folks.

LeXan – for his Building the Better Rat article.

Viper – for his aid, assistance, and faction information in ShockForce America article.

WARENGINE ON THE WEB

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

<http://www.geocities.com/MotorCity/Garage/8226/minis.html> - This is The Dragon's Page

<http://www.voicenet.com/~johnkrim/Marines.html> - Aliens in SF

<http://www.geocities.com/Area51/Hollow/9428/index.html> - Quzybuk's Page

<http://www.angelfire.com/or/ShockForce/> - Seventh Omen

<http://www.geocities.com/nightcrawler51/> - Nightcrawler's Page

<http://home.sprynet.com/~graylg/index.htm> - Viper's Page

Next Issue: Look for our GenCon report, covering reports on all the events, pictures and new Army lists!

Until then, **PLAY THE GAME!**